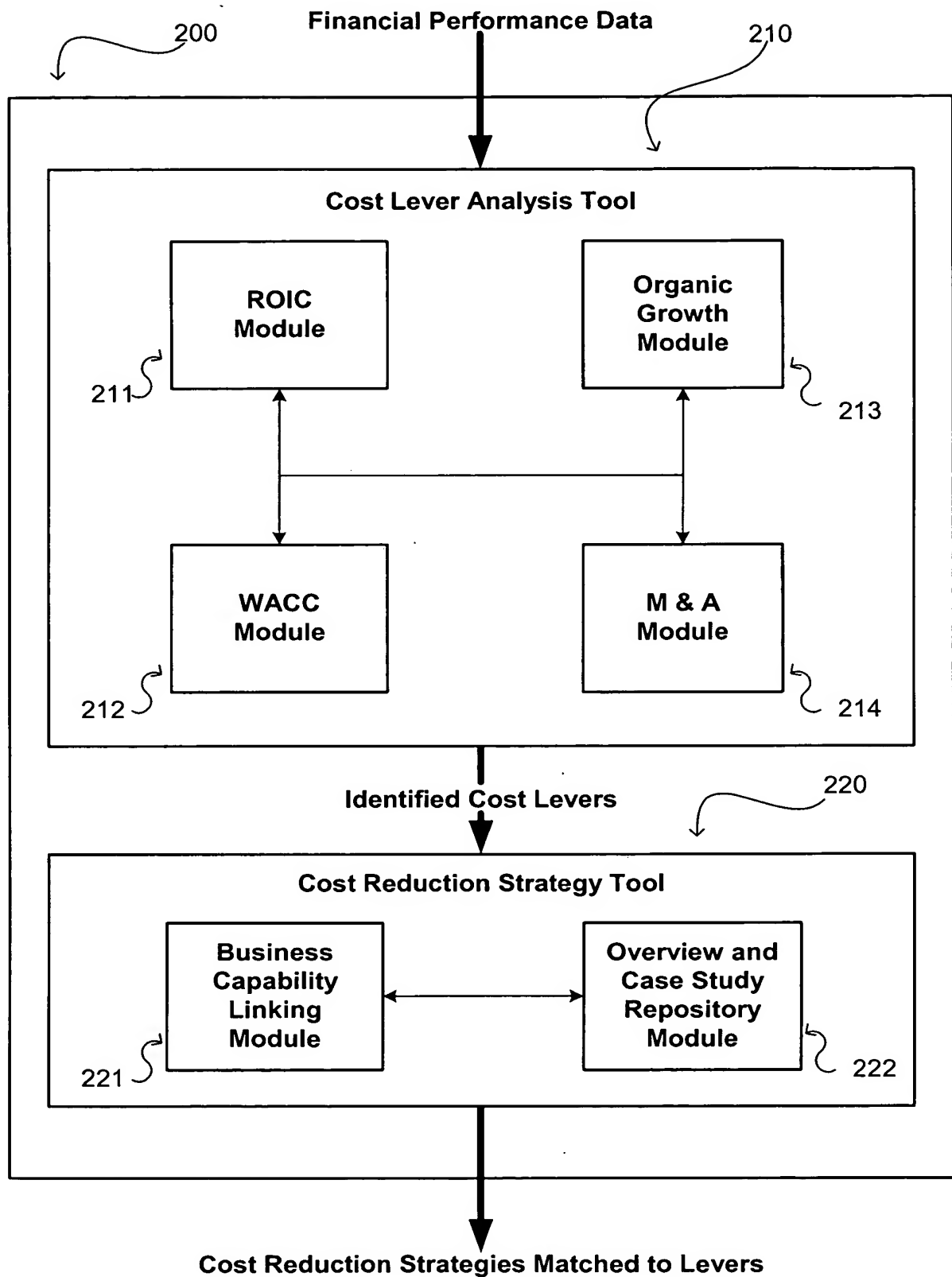


FIG. 1



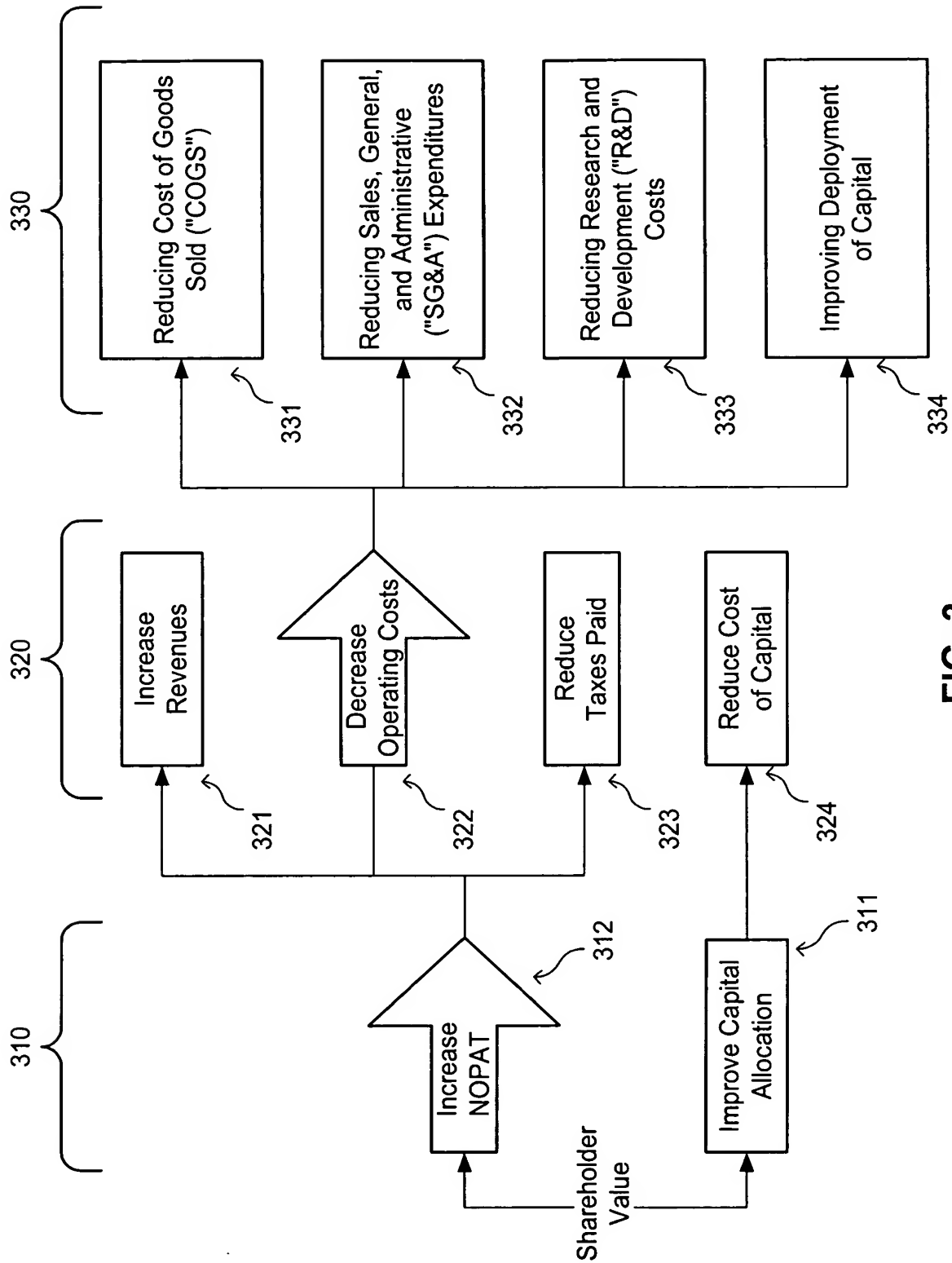


FIG. 3

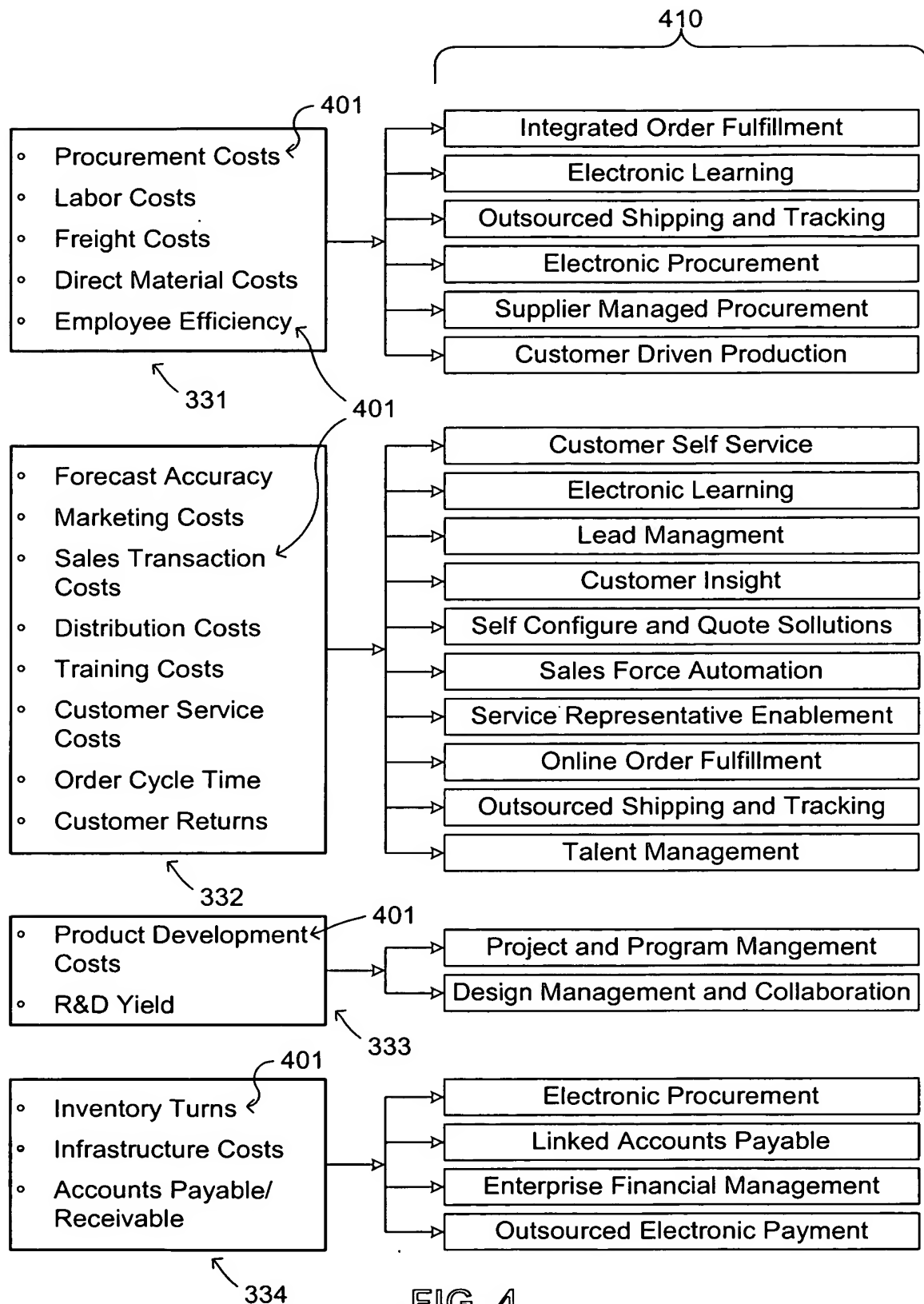


FIG. 4

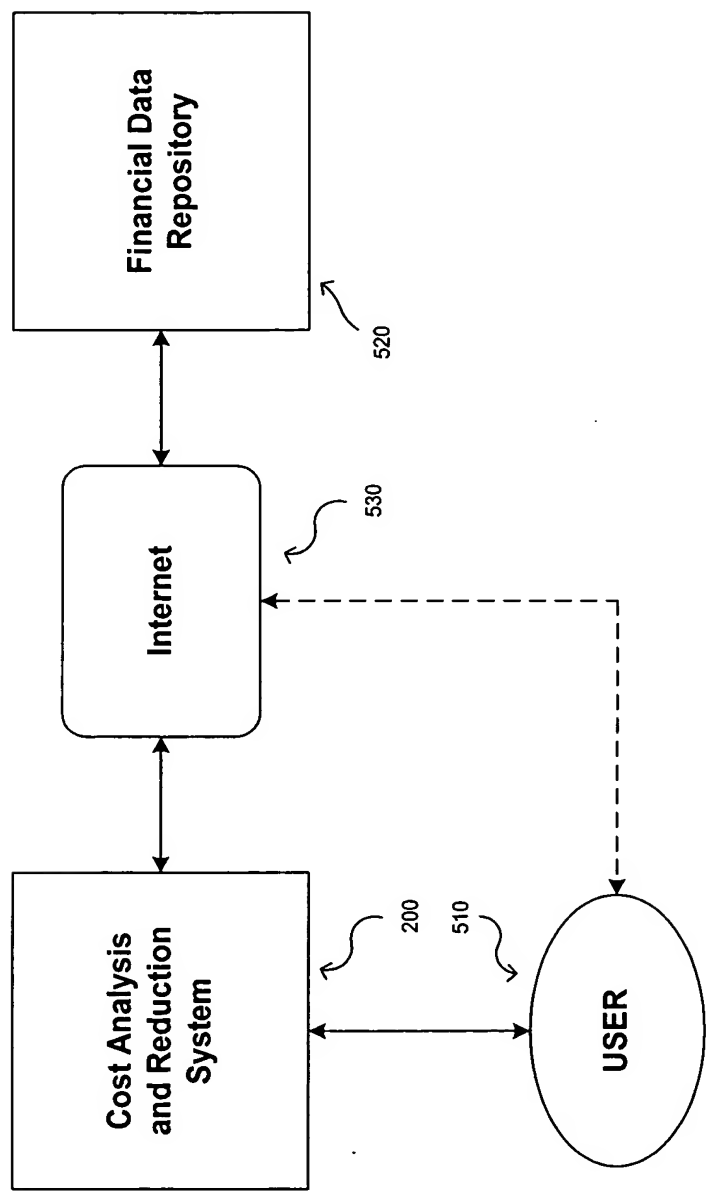


FIG. 5

600

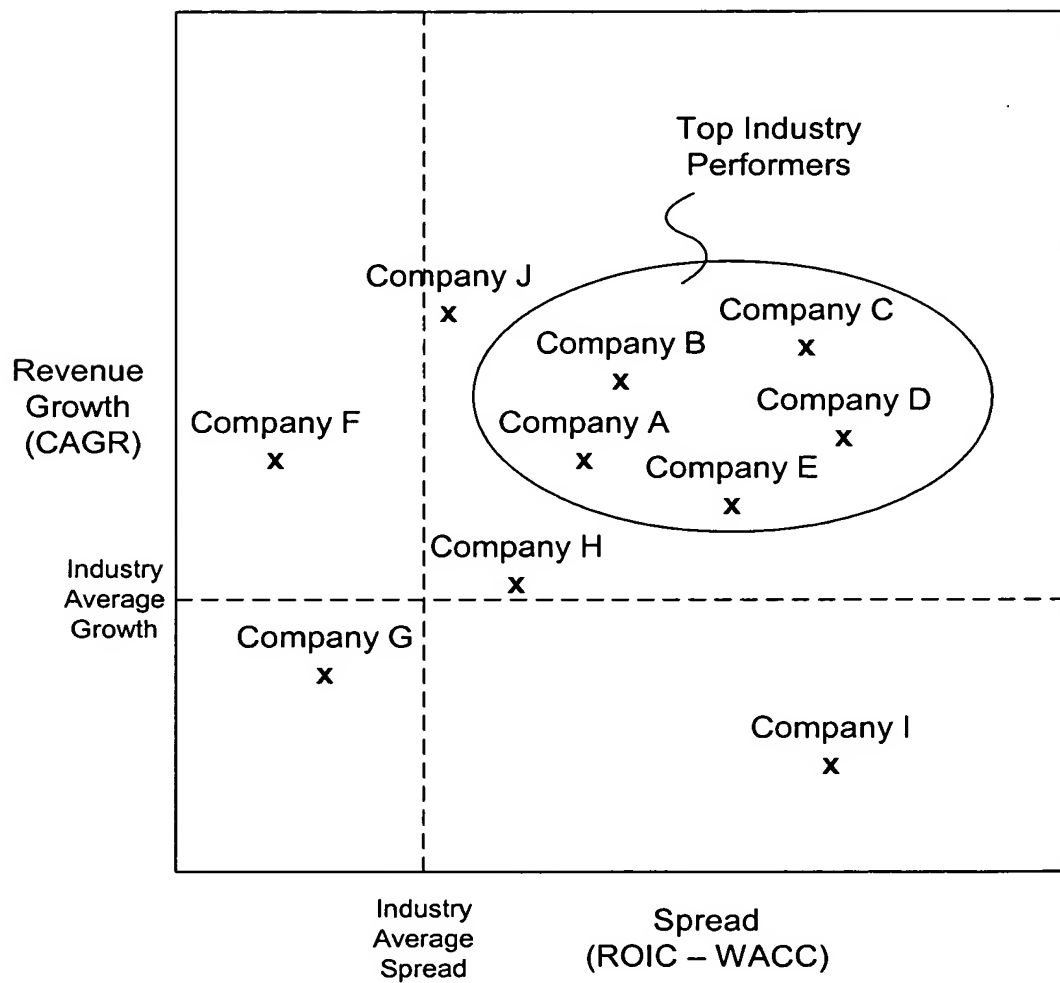


FIG. 6

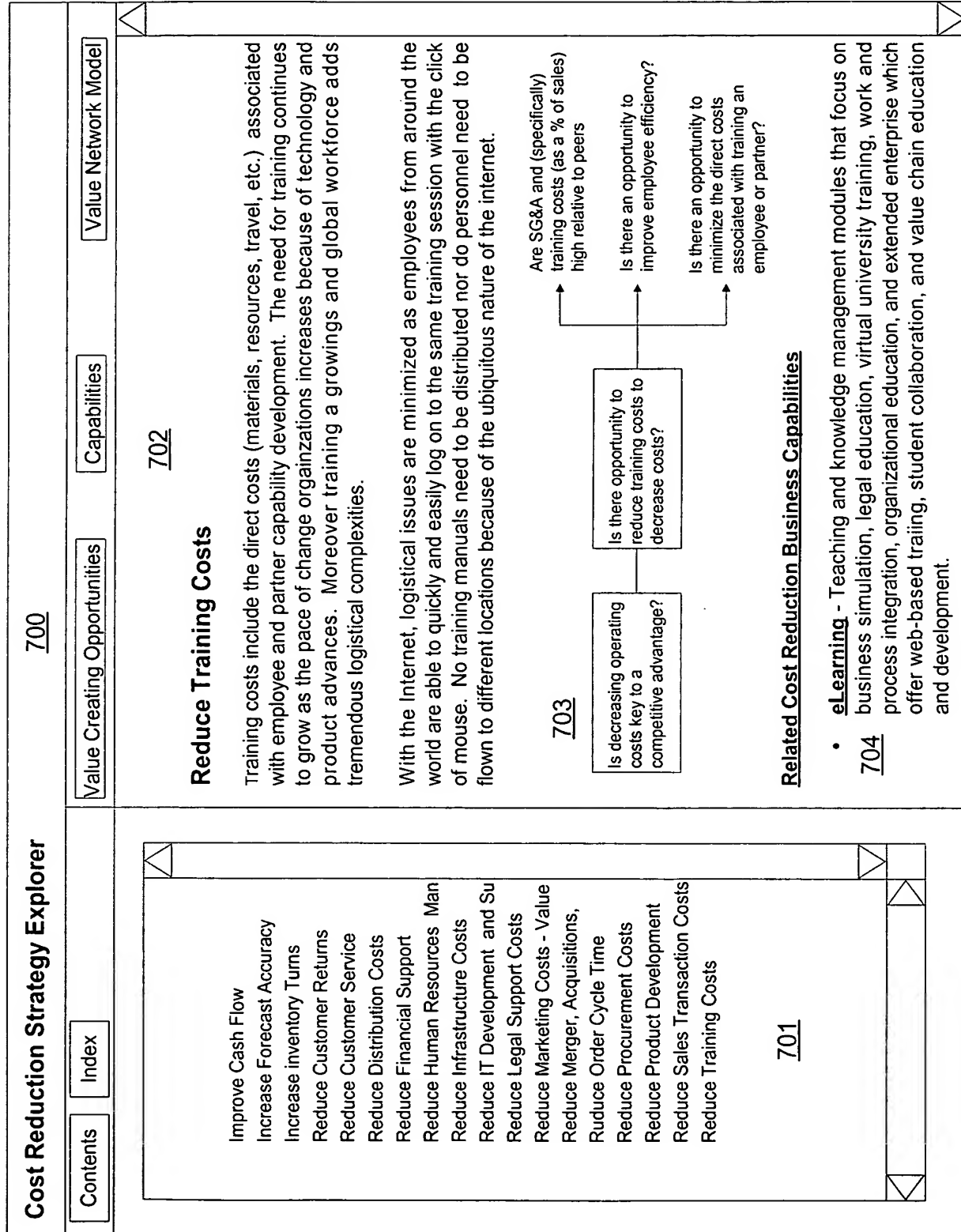


Fig. 7

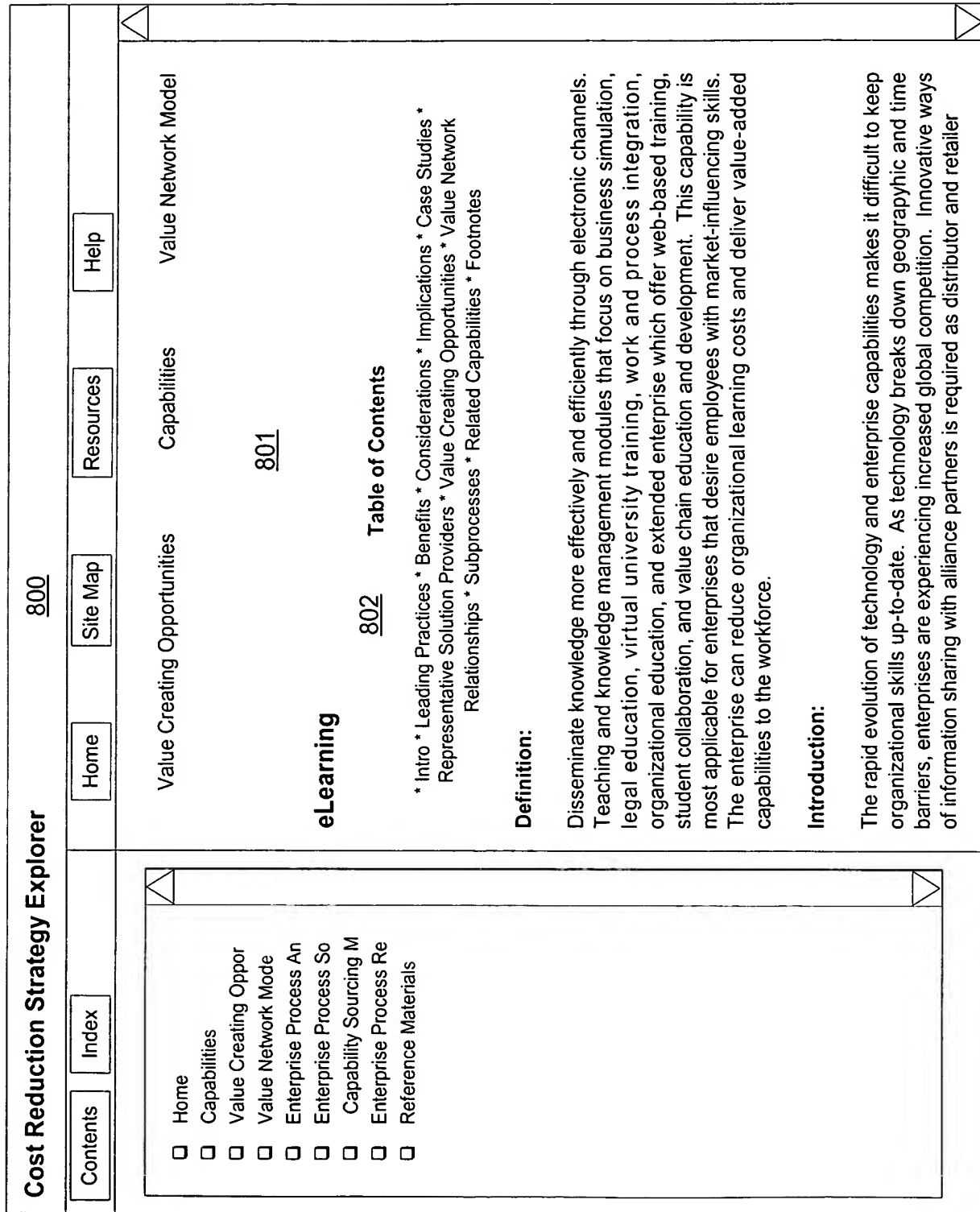


Fig. 8

900

Recommendation Name: eLearning

Duration. Release 1 - 3 months, R2 - 6 Months

Economics

<u>901</u>		<u>Benefits</u>		<u>Costs</u>	
One Time		\$23	50 m	\$ xx	yy m
Recurring		\$30 -	50 m	--	
NFV	\$xx m	IRR	xx%	Payback	xyears

Objective

Generate human resource efficiencies across the entire enterprise by leveraging electronic learning capabilities. Improve retention, skills, and filed staff performance.

Description

Disseminate knowledge more effectively and efficiently through electronic channels, teaching and knowledge management modules that focus on business simulation, legal education, visual university training, work and process integration, organizational education, and extended enterprise which offer web-based training, student collaboration, and value chain education and development. This capability is most applicable for enterprises that desire employees with market-influencing skills. The enterprise can reduce organizational learning costs and deliver value-added capabilities to the workforce. 902

Implementation Approach

1. Analysis and Design
2. Release 1 -- US Integration
3. Release 2 -- Global Integration

Responsibility

Tiger Team
VP, Operations
VP, Human Resources

Timing

Q 1 Q 2 Q 3 Q 4

903

Key Benefits

- * 40% reduction in training costs and 36% increase in course enrollment
- * 30% reduction in course time
- * 20% increase in course performance
- * Company revenues surpass expenses 10-to-1
- * 20% increase in profitability and 53% increase in business efficiency

Key Cost Considerations

- * Analysis: \$ xx - \$ yy
- * Software Integration: \$ xx - \$ yy m
- * Training: \$ xx -- yym
- * Elimination of personnel: \$xx -- yy (\$xx per person)

904

905

Fig. 9

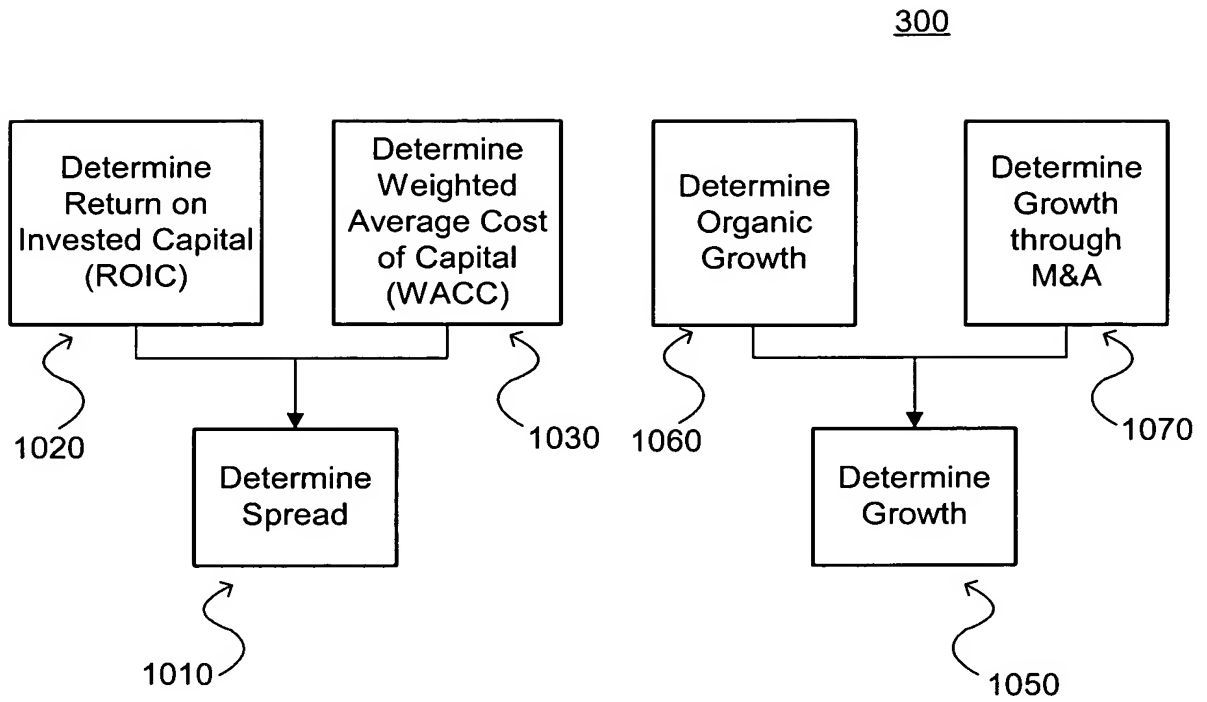


FIG. 10

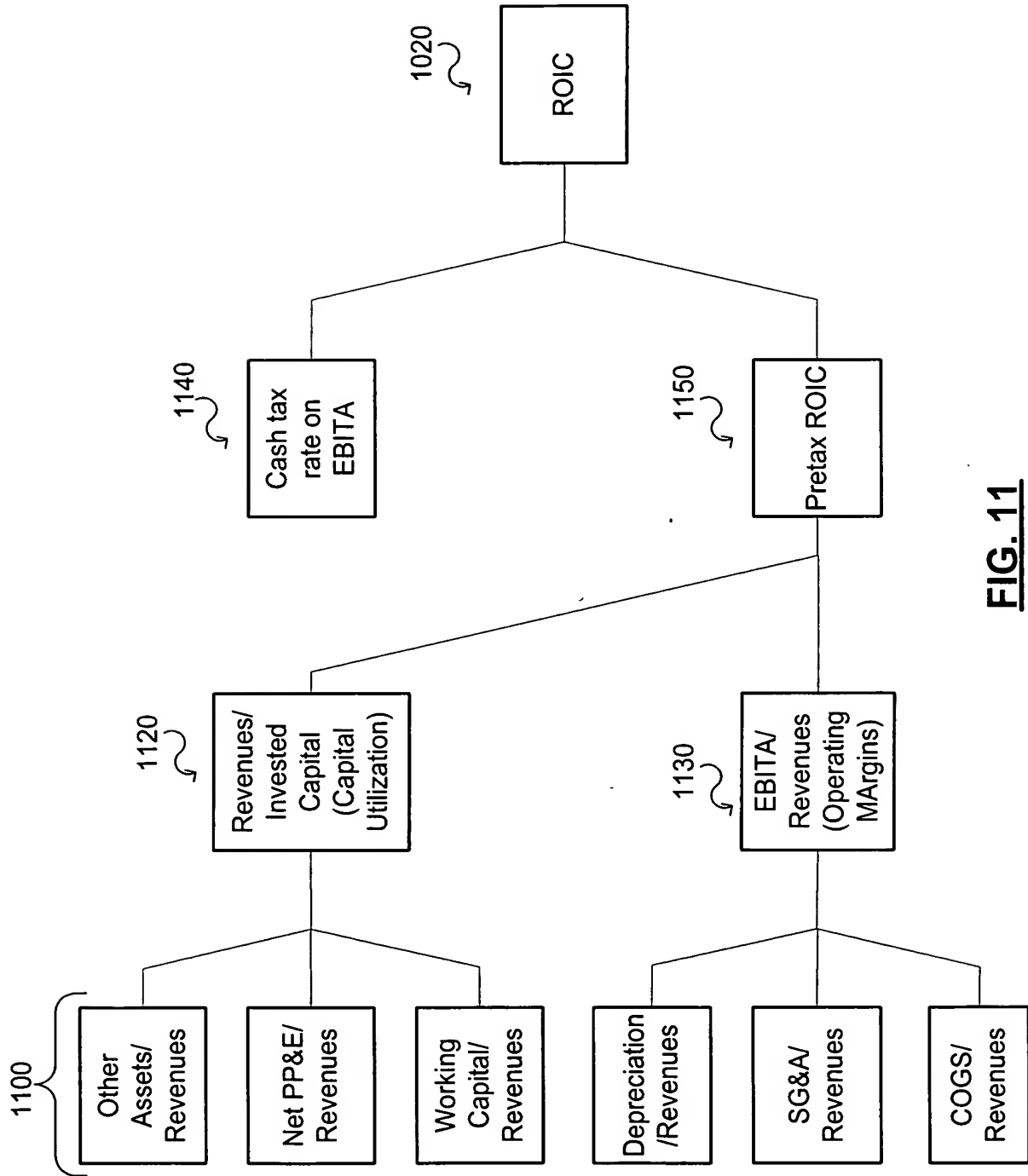


FIG. 11

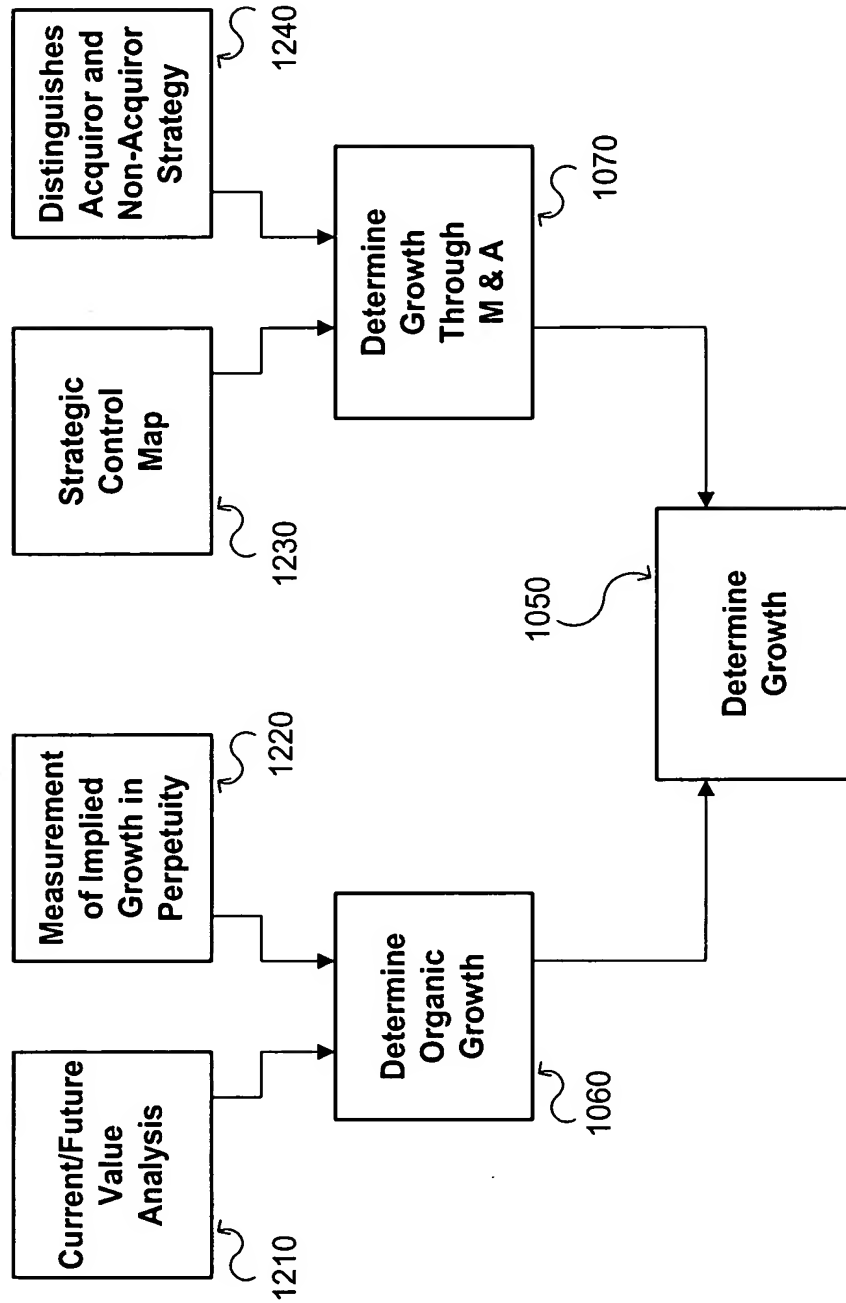


FIG. 12